Requiem of the Knight

Game Design Document

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Introduction/Overview

    What is a Tactical RPG?

- Turn Based Actions

- Grid Based Movement

- Heavy emphasis on positioning of units

- Encounters divided into discrete maps

- Terrain usage and range are key to victory

- Experience is awarded individually

Game Mechanisms

Controls:

    Arrow Keys - Used to move player and grid cursor during Battles and in the Citadel
    Mouse - Used in the action menu when in battle, main menu, and pause menu
    Z- Confirm selection
    X- Back
    Escape - Pause

Artificial Intelligence

    Enemy Logic:

Aggressive	● Aggressively chases and attacks the player until either the player or enemy dies
Wait	● Unless the player moves within this enemy's attack range, it will wait four turns before going after the player
Guard	● Will never leave the group of tiles that it is assigned to protect. Will attack players who enter the aforementioned tiles.
Max Expected Damage	● Attacks the character likely to take the most damage, based on their defense, resistances, chance to dodge, etc.
Spellcaster	● Movement similar to aggressive AI, but will focus on spell usage while mana is available

Game Elements:
Overworld
- Used to travel between the citadel, wilderness, and boss nodes
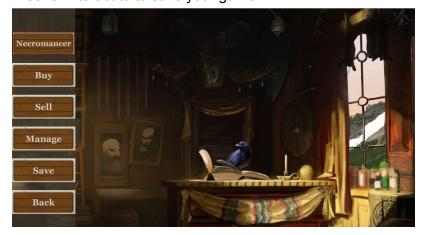

The Citadel
- Necromancer: Use gold to revive dead teammates
- Buy: Use gold to purchase items
- Sell: Sell items for gold
- Manage: Equip and unequip items
- Save: interact to to save your game

Wilderness Battles: Tactical, grid-based battle against various enemies

Building a wilderness stage via CSV files:

Tile Heights	CSV 1	● Height of each tile is specified
Tile Type	CSV 2	● Tile prefab code ● Sand, Grass, Ice, Water
Character Spawns	CSV 3	● Player spawn points ● Enemy spawn points
Prefab for Top of Tiles	CSV 4	● Prefab for objects that are placed on top of tiles ● scenery: trees, pillars, rocks

Player Combat in battle:
- User controls one main player character in overworld
- User controls all party members during battle
- Turn order of characters determined by speed stat

Movement	Phase 1	● Move to any available tile on a grid ● Movement is limited to movement range stat
Player Action Selection	Phase 2	● can attack enemies ● can use a spell ● can use an item ● can end their turn (pass)
Spell/Item Selection and Target Selection	Phase 3	● can select specific spell to use ● can select which items to use ● can select between targets in range to use spells,items, or attacks on ● Can gain experience upon attacking and defeating enemies
End Battle	Phase 4	● Win: All enemies are defeated; return to overworld ● Lose: Main character dies; return to main menu

Character Stats:
- Characters have basic RPG stats for combat
    - Health
    - Mana
    - Attack
    - Magic
    - Defense
    - Resistance
    - Accuracy
    - Dodge
    - Move
    - Range
- Individual growth functions used to increase stats as the character gains experience and levels up
    - Experience awarded to individuals for attacking
    - Large Quantities of experience awarded for killing blows

Items and Spells
- **Consumable items** that expire after a number of uses
    - Restore health (Potions)
    - Restore mana (Mana Font, Mana Drop)
    - Buff/Debuff Stats (Senzu Bean, Quick Belt, Overload, Pocket Sand, etc)

- **Equipment items** that will augment the user's abilities.
    - Class-based weapons: Swords and Shields, Staffs, Bows, Greatswords
    - Stat boosting equipment: Various Armor, Chainmail, Amulets, Bracers

- **Spells**, which are the primary attack method for the spellcaster, and a secondary but powerful method for the others.
    - Several normal spells: Fireball, Lightning, Vorpal Blade
    - Stat-buffing Spells: Arbalest, Fortify
    - Powerful, expensive spells: Titan Blade, Heavenly Shot, Thundering Strike

Game Overview and Progression

The game will feature a light plot that motivates the player's movements throughout the game. It will include a major battle (boss fight) at the end of the game to provide a sense of completion. All stages are playable from the start, but high-level stages (indicated by spook level) will feature enemies to strong for the player to beat without first leveling up. As the characters travel between battles, they will also visit the Citadel in order to save and resupply as necessary.

Tutorial Battle	Phase 1	● Single wilderness battle for teaching the user how to play
One of Each Node	Phase 2	● Singular wilderness, Citadel, and boss battle
Movement between nodes	Phase 3	● Multiple nodes of each type and ability to move between nodes

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FAQ:

Q: Why break up the game into three sections (wilds, towns, and overworld)?
A: This allows the player to clearly make distinctions. The core gameplay occurs in the wilderness while fighting is occurring. The overworld allows a clear place for the player to travel to new locations/levels. The towns then allow the user to save, edit their inventories, heal, and ultimately prepare for the next wilderness or boss battle that he will encounter.

Q: What are the guarding AI units useful for?
A: There are wilderness battles that have been designed to draw the player into large packs of enemies.This is a useful mechanism for adding challenge to the game as well as forcing the player to explore the larger levels we designed.